

## RCS log for ri\_shader.c - EXHIBIT B

RCS log for gfx/BALI/opengl.model/ri/procedural/ri\_shader.c

RCS file:

/plroot/gfx/irix6.5m/.RCS/PL/BALI/opengl.model/ri/procedural/RCS/ri\_shader.c,v

Working file: ri\_shader.c

head: 1.24

branch:

locks: strict

access list:

symbolic names:

keyword substitution: kv

total revisions: 24; selected revisions: 24

description:

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revision 1.24

date: 1997/12/10 23:48:36; author: peeracy; state: Exp; lines: +0 -26  
split rendering from ri\_block; try to isolate gl calls  
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revision 1.23

date: 1997/12/10 19:47:35; author: peeracy; state: Exp; lines: +17 -19  
handle all pre-render operations on the host, rather than with the gl. open a  
window at worldend rather than ribegin  
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revision 1.22

date: 1997/12/09 18:08:58; author: peeracy; state: Exp; lines: +9 -4  
another checkpoint for supporting all shaders  
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revision 1.21

date: 1997/12/09 17:25:12; author: peeracy; state: Exp; lines: +39 -1  
checkpoint for major structural changes to support all shaders  
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revision 1.20

date: 1997/11/20 22:30:56; author: peeracy; state: Exp; lines: +0 -3  
orientation fix for bulb.rib; track orientation  
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revision 1.19

date: 1997/11/20 21:30:58; author: peeracy; state: Exp; lines: +5 -3  
some attribute cleanup; remove \_\_ri\_setattributes  
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revision 1.18

date: 1997/10/23 21:30:19; author: peeracy; state: Exp; lines: +3 -1  
do not set SceneDlist transform matrix with each new light  
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revision 1.17

date: 1997/10/09 17:57:41; author: peeracy; state: Exp; lines: +40 -425  
better handling of parameters on proc/pass sides  
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revision 1.16

date: 1997/10/09 15:55:22; author: peeracy; state: Exp; lines: +11 -90  
major overhaul; yank out assembler reader and drawing  
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revision 1.15

date: 1997/10/06 23:02:27; author: peeracy; state: Exp; lines: +2 -2  
bring viper and proc closer together  
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revision 1.14

date: 1997/10/06 21:26:11; author: peeracy; state: Exp; lines: +3 -3

remove Dlist and replace with DlistOp alone

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revision 1.13

date: 1997/10/06 17:15:17; author: peeracy; state: Exp; lines: +75 -0  
further unite light and surface scene graphs

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revision 1.12

date: 1997/09/29 17:17:40; author: peeracy; state: Exp; lines: +12 -18  
move to unification of surface/light execution

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revision 1.11

date: 1997/09/26 23:28:45; author: peeracy; state: Exp; lines: +8 -6  
last major cleanup of parsing/params for a bit

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revision 1.10

date: 1997/09/26 21:05:51; author: peeracy; state: Exp; lines: +26 -20  
major overhaul of how we read in and parse shaders

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revision 1.9

date: 1997/09/25 17:52:30; author: peeracy; state: Exp; lines: +10 -3  
fix temporary variable conflict between light/surface

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revision 1.8

date: 1997/09/23 00:45:47; author: peeracy; state: Exp; lines: +49 -1  
unify surface and light shader lookup functions

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revision 1.7

date: 1997/09/22 19:59:26; author: peeracy; state: Exp; lines: +10 -7  
fix looping with lights bug and lighting computed N

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revision 1.6

date: 1997/09/22 18:20:27; author: peeracy; state: Exp; lines: +33 -0  
make SHADERS colon-separated; match fbops to viperproc

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revision 1.5

date: 1997/09/10 21:53:24; author: peeracy; state: Exp; lines: +2 -1  
made temps filter with nearest

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revision 1.4

date: 1997/09/10 17:05:04; author: peeracy; state: Exp; lines: +7 -0  
clear alpha channel to zero at the end of a shader so looping works later

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revision 1.3

date: 1997/09/09 16:59:42; author: peeracy; state: Exp; lines: +69 -0  
add \_\_sp\_normaleye function to parser

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revision 1.2

date: 1997/09/04 20:42:57; author: mmp; state: Exp; lines: +3 -3  
\_\_sl\_n now loads world-space normals into framebuffer, rather than camera-space

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revision 1.1

date: 1997/08/21 16:56:00; author: peeracy; state: Exp;  
cleanup parser, remove last remnants of \_\_sl, and create dedicated ri\_shader.c  
file

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